

FIG. 1



FIG. 2



FIG. 3

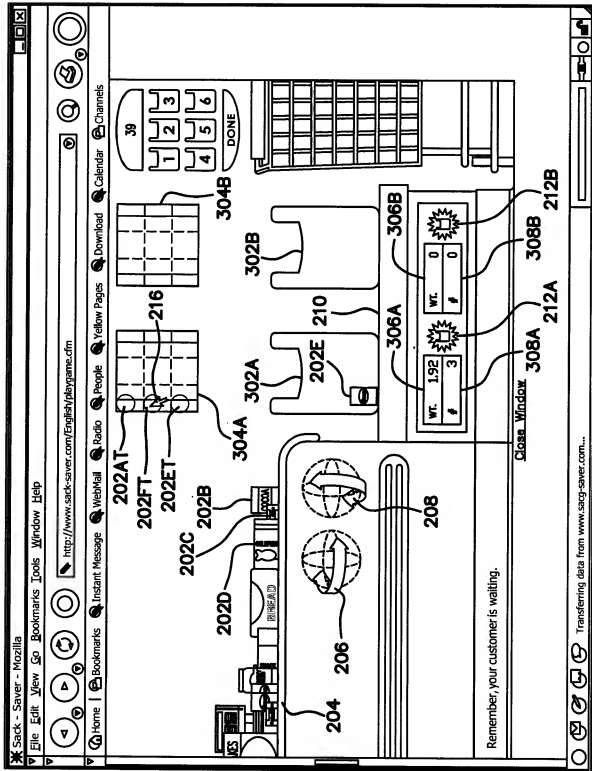


FIG. 4

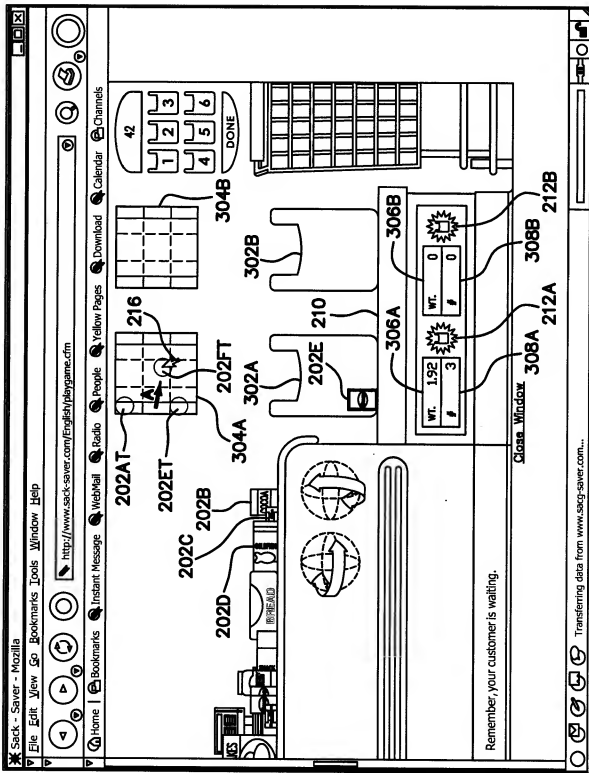


FIG. 5



FIG. 6

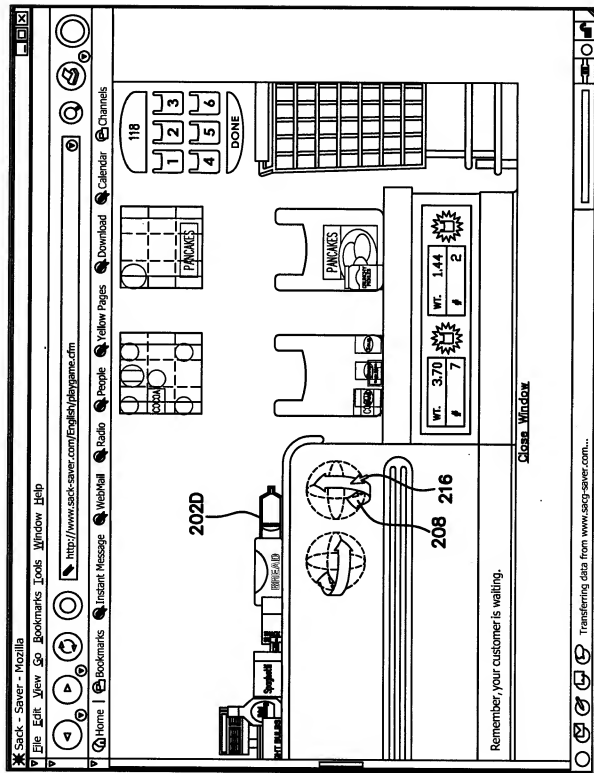


FIG. 7



FIG. 8

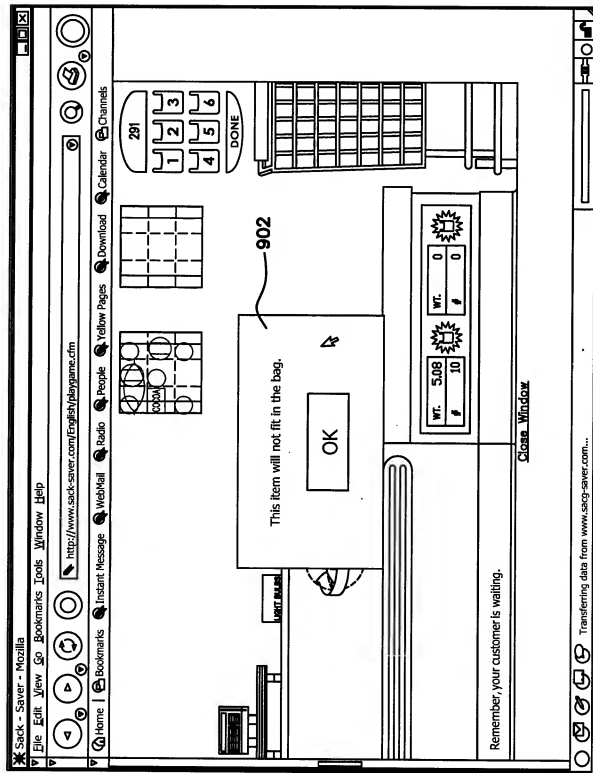


FIG. 9

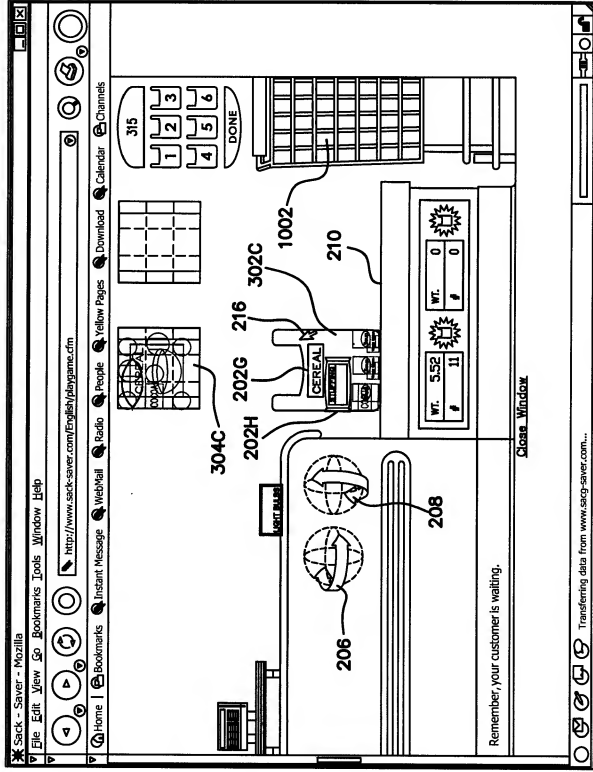


FIG. 10

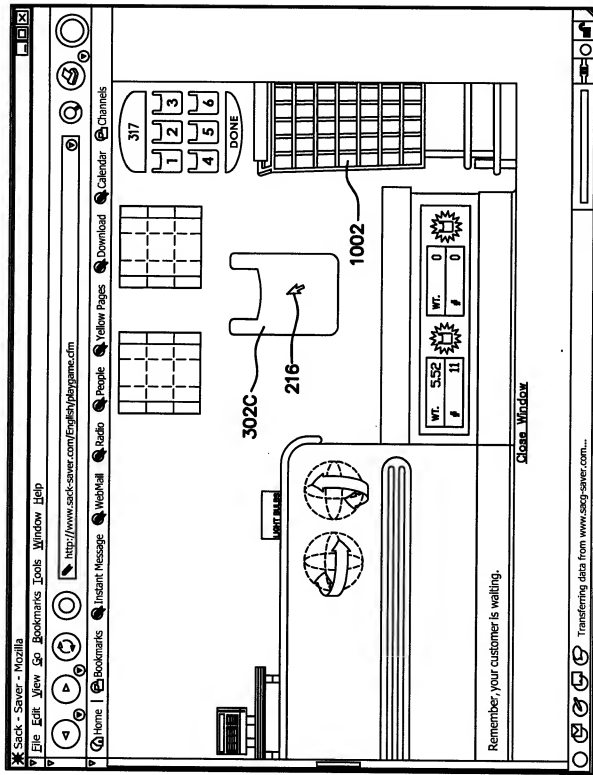


FIG. 11

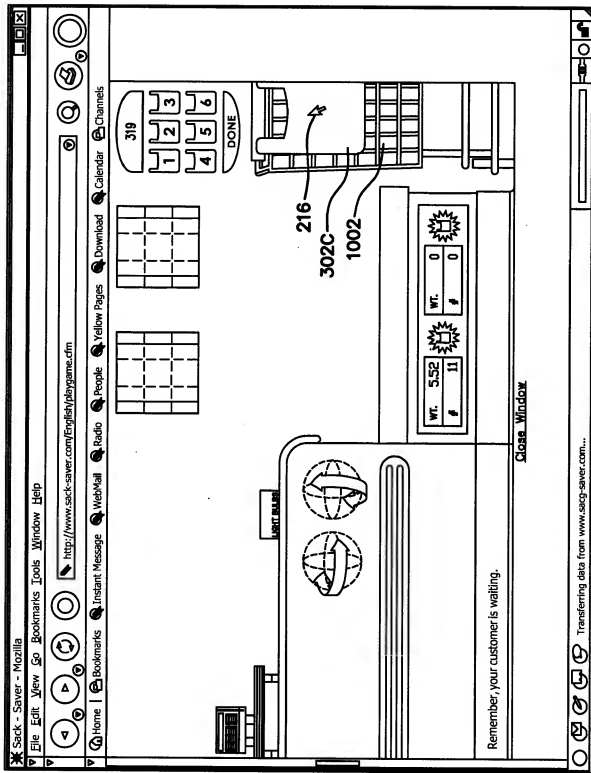


FIG. 12

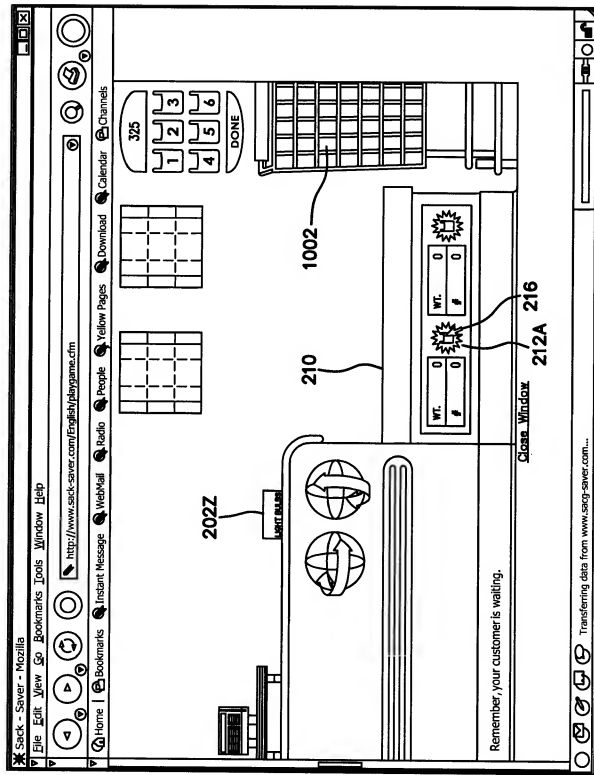


FIG. 13

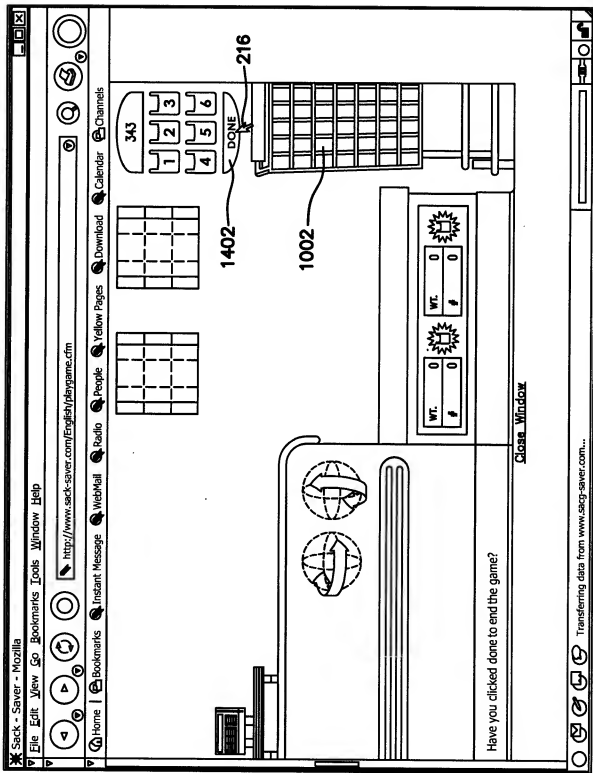


FIG. 14

Sack - Saver - Mozilla

File Edit View Go Bookmarks Tools Window Help

http://www.sack-saver.com/english/daygame.cfm

Home | Bookmarks | Instant Message | WebMail | Radio | People | Yellow Pages | Download | Calendar | Channels

SCORING

344 seconds : Time
7 : Average Items per bag
1 : Current Level

1	2	3	4	5	6
Number of Items: 11	Number of Items: 9	Number of Items: 1	Number of Items: 0	Number of Items: 0	Number of Items: 9
Weight: 5.52	Weight: 5.00	Weight: 0.63	Weight: 0	Weight: 0	Weight: 5.17

Just like your tires or your life...if your bag's out of balance things can get tough. Keep the weight difference between the bags below 2 pounds for the best score.

Remember - start with a "Non-Crushable" solid base, build walls with cans and boxes, the crushable on top. If you scored "0" on product placement, you must have had a "Crushable" on the bottom. Review the Product Description sheet and you can review Principles of bagging.

Use the bags wisely, try eight or more items per bag - they can handle it.

Your times will get better with practice...so practice, practice, practice.

RETURN TO LEVEL ONE

PLAY AGAIN

Close Window

Transferring data from www.sack-saver.com...

1502

FIG. 15

100

Sack - Saver - Mozilla

File Edit View Go Bookmarks Tools Window Help

http://www.sack-saver.com/english/playgame.htm

Home | Bookmarks | Instant Message | WebMail | Radio | People | Yellow Pages | Download | Calendar | Channels

SCORING

344 seconds : Time
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1602

1502

Close Window

RETURN TO LEVEL ONE

PLAY AGAIN

Transferring data from www.sack-saver.com...

FIG. 16